

*CLAIM AMENDMENTS*

Claims 1-16 (Cancelled).

17. (Currently Amended) ~~The A~~ display for a game comprising:  
a plurality of independently rotatable reels, rotatable about a common axis, ~~the reels being independently and selectively stoppable when rotating;~~  
a respective reel sheet attached peripherally to each of the reels, each reel sheet including a plurality of symbols sequentially arranged, for viewing by a player upon stopping of rotation of the corresponding reel, wherein each of the reel sheets includes one symbol appearing serially, at least two times, without any intervening different symbol, ~~so that a player can identify that symbol on the reel when rotating for actuating stopping of rotation of the corresponding reel and each symbol of the plurality of symbols appears on each of the reel sheets;~~ and  
a display window for viewing symbols on the reels along each of at least two straight lines parallel to the common axis, of each of the reels, when the reels are stopped, wherein alignments on at least one of the lines of any of specific combinations of the symbols provide a winning state for the player and all other combinations of the symbols on the straight lines do not provide a winning state for the player.

18. (Currently Amended) The display for a game according to claim 17 wherein the display window provides for viewing of the symbols, when the reels are stopped, ~~on~~ along three straight lines parallel to the common axis, and alignments on at least one of the three straight lines of any of the specific combinations of the symbols provide a winning state for the player and all other combinations of the symbols on the three straight lines do not provide a winning state for the player.

19. (Previously Presented) The display for a game according to claim 18 wherein the display includes three reels.

20. (Currently Amended) The display for a game according to claim 19 wherein any of the specific combinations of three of the symbols aligned on diagonal lines, oblique to the ~~three lines common axis~~, ~~provide~~ provides a winning state for the player and all other combinations of the symbols on the diagonal lines do not provide a winning state for the player.

21. (Previously Presented) The display for a game according to claim 20 wherein one of the symbols appearing serially at least two times, without any intervening different symbol, on at least one of the reels, is part of at least one of the specific combinations providing a winning state for the player when the symbol appears on one of the diagonal lines.

22. (Previously Presented) The display for a game according to claim 20 wherein one of the symbols appearing serially at least two times, without any intervening different symbol on at least one of the reels, is part of at least one of the combinations not providing a winning state for the player when the symbol appears on one of the diagonal lines.

23. (Previously Presented) The display for a game according to claim 17 wherein the symbols on each reel appearing at least two times without any intervening different symbol, appear three times on each reel serially, without any intervening different symbol.

24. (Previously Presented) The display for a game according to claim 17 wherein each of the symbols appearing serially on each of the reels at least two times without any intervening different symbol are different in color on each reel.

25. (Previously Presented) The display for a game according to claim 17 wherein each of the symbols appearing serially on each of the reels at least two times without any intervening different symbol is different on each of the reels.

26. (Currently Amended) The display for a game according to claim 17 wherein one of the symbols appearing serially at least two times, without any intervening different symbol, on at least one of the reels, is part of at least one of the specific combinations providing a winning state for the player when the symbol appears on one of the straight lines.

27. (Currently Amended) The display for a game according to claim 17 wherein one of the symbols appearing serially at least two times, without any intervening different symbol, on at least one of the reels, is part of at least one of the combinations not

providing a winning state for the player when the symbol appears on one of the straight lines.

28. (New) The display for a game according to claim 17 wherein each symbol that appears serially at least two times, without any intervening different symbol on one of the reels, also appears on each of the other reels, but not serially without any intervening different symbol.

29. (New) The display for a game according to claim 17 further including a cabinet housing the reels and on which an award table showing the specific combinations of the symbols providing a winning state is displayed for viewing by the player.

30. (New) The display for a game according to claim 17 wherein the at least two straight lines are parallel to the common axis.

31. (New) The display for a game according to claim 17 wherein the at least two straight lines are oblique to the common axis.

32. (New) The display for a game according to claim 17 wherein the specific combinations of the symbols providing a winning state include any one of the symbols of the plurality of symbols that appears identically along any of the straight lines of the display window without interruption by any other symbol.